

## EAI DLI 2024 Programme

Thursday, 7 November 2024	
09:00-09:10	<b>Welcome notes</b>
09:10-10:50	<p style="background-color: #e0e0e0; padding: 5px;"><b>Paper session 1: Using Immersive Technologies for Learning, Accessibility, and Technological Innovation</b> (20 min per presentation)</p> <p><b>Session chair: Thomas Bjørner</b></p> <ul style="list-style-type: none"> <li> <p>• <b>Metaverse Innovation Canvas: A Tool for Extended Reality Product/Service Development</b> Asadi, Amir Reza (University of Cincinnati); Saraee, Mohamad (University of Salford); Mohammadi, Azadeh (University of Salford)</p> </li> <li> <p>• <b>Virtual Station: Virtual Reality as a Bridge Towards Real Independence in public transportation for Autistic Children and Adolescents</b> Adjorlu, Ali (Aalborg University Copenhagen); Rosendahl, Christian Sonne (Aalborg University Copenhagen); Lanther, Maria Barbro (Aalborg University Copenhagen); Kamran Ahmad, Pawæ (Aalborg University Copenhagen)</p> </li> <li> <p>• <b>Utilizing Virtual Reality to Enhance Soft Skills in Swedish Police Training: Focus on Situational Awareness.</b> Hansen, Hampus (Malmö University); Holmgren, Måns (Malmö University); Gribel, Carl Johan (Malmö University); Ingrell, Joakim (Malmö University); Palamas, George (Malmö University)</p> </li> <li> <p>• <b>Exploring VR as a Method to Study User Perceptions of Challenges in Green Transition Technology in Nature</b> Nurmela, Petra (University of Lapland); Etto, Juri (University of Lapland); Häkkilä, Jonna (University of Lapland)</p> </li> <li> <p>• <b>Unlocking Cultural Heritage: The Gamified Digitisation Project of SMA-UniGe</b> La Tessa, Lara (DIEC – University of Genoa); Coccoli, Mauro (DIBRIS – University of Genoa); Schiaparelli, Stefano (DISTAV – University of Genoa); Zolezzi, Daniele (DLCM – University of Genoa)</p> </li> </ul>
10:50-11:00	<b>Break</b>
11:00-12:40	<p style="background-color: #e0e0e0; padding: 5px;"><b>Paper session 2: Engaging Learners through Gamification, Playful Design, and Generative AI</b> (20 minutes per presentation)</p> <p><b>Session chair: Emma Edstrand</b></p> <ul style="list-style-type: none"> <li> <p>• <b>A Case Study in Playful Facilitation for Designing Embodied Experiences</b> Font, Jose (Malmö University); Alvarez, Alberto (Malmö University); Robinson, Raquel (Malmö University); O'Bryan, Mikaela (Malmö University)</p> </li> </ul>

	<ul style="list-style-type: none"> <li>• <b>An auto battler game to engage high school student’s understanding of ionic bonds in chemistry</b> Bjørner, Thomas (Aalborg University); Tully, Jacqueline (Aalborg University); Larsen, Tobias Dalsgaard (Aalborg University); Larsen, Mikkel Andreas Frederik Lau (Aalborg University); Lauridsen, Mikkel Sloth (Aalborg University); Do, Tony Thai (Aalborg University); Rossing, Daniel Skau (Aalborg University)</li> <li>• <b>Generative AI in foreign language education: Student use and perspectives</b> Bundgaard, Kristine (Aalborg University); Møller, Anders Kalsgaard (Aalborg University)</li> <li>• <b>Exploring Phantasmagorical Game Design: Integrating Anomalous Behaviour of AI and Player into Conversational AI-Native Games</b> Wissigkeit, Tobias (Rhine-Waal University of Applied Science); Lope-Nicholls, Daniela (Rhine-Waal University of Applied Science); Stindl, Christian, (Rhine-Waal University of Applied Science); Iurgel, Ido, A. (Rhine-Waal University of Applied Science)</li> <li>• <b>Learning Formats for Theory Courses in Graphic Design Undergraduate Programmes</b> Breidenich, Christof (Macromedia University); Unterholzner, Anna (Macromedia University; ITI LARSyS / eGamesLab, Portugal)</li> </ul>
12:40-13:10	<b>Lunch break</b>
13:10-15:10	<p><b>Workshop</b></p> <p><b>Session Chair: Anders Kalsgaard Møller</b></p> <ul style="list-style-type: none"> <li>• <b>Designing for Diversity, Equality and Inclusion in Higher Education Institutions: Exploring issues of sustainability, sense of belonging, inclusive designs and co-creation strategies</b> Sofkova Hashemi, Sylvana (Halmstad University); Berbyuk Lindström, Nataliya (University of Gothenburg); Brooks, Eva (Aalborg University)</li> </ul> <p><b>Abstract:</b> At this workshop, we would like to gain a deeper understanding of the digital transformation in higher education exploring in collaborative endeavours how to design for diversity, equality and inclusion in the age of AI and digitalisation. Building on insights from previous discussions with a Nordic perspective, the workshop will provide an opportunity to engage conference participants in a broader, more global conversation. We will explore how teaching and learning in higher education currently functions for you, your students, and your organisation, discuss the impact of digitalisation, and reflect on the digital skills that may be necessary for the</p>

	<p>future of higher education. During the workshop, the participants will be invited to collaborative activities sharing teaching and learning experiences, design models and research evidence reflecting upon future digital skills and design strategies ensuring diversity, equality and inclusion.</p>
15:10-15:20	<b>Break</b>
15:20-16:20	<p style="text-align: center;"><b>Keynote</b></p> <p><b>Session chair: Eva Brooks</b></p> <p><b>Elizabeth B.-N. Sanders</b></p> <p><b>Title:</b> <i>Design and the Social Sciences: A Transdisciplinary Transformation</i></p> <p><b>Abstract:</b></p> <p>I was hired by a design firm in 1982 as an experiment to see what would happen when someone educated in the social sciences collaborated with practicing designers. I will address the integration between design and the social sciences that I have observed over the last 40 years and introduce some of the frameworks I developed as a design research practitioner and design educator. I will describe the current movement from participatory design to “collective dreaming” and introduce potential impacts from emerging technologies such as AR, VR, and AI, on the future of collective dreaming.</p> <p><b>For bio and more details:</b> <a href="https://design.osu.edu/people/sanders.82">https://design.osu.edu/people/sanders.82</a></p>
16:20-16:35	<p style="text-align: center;"><b>Closing remarks</b></p> <ul style="list-style-type: none"> <li>• Summary and Best Paper Award</li> <li>• EAI DLI 2025 → News update – Copenhagen</li> <li>• Thank you and Goodbye!</li> </ul>